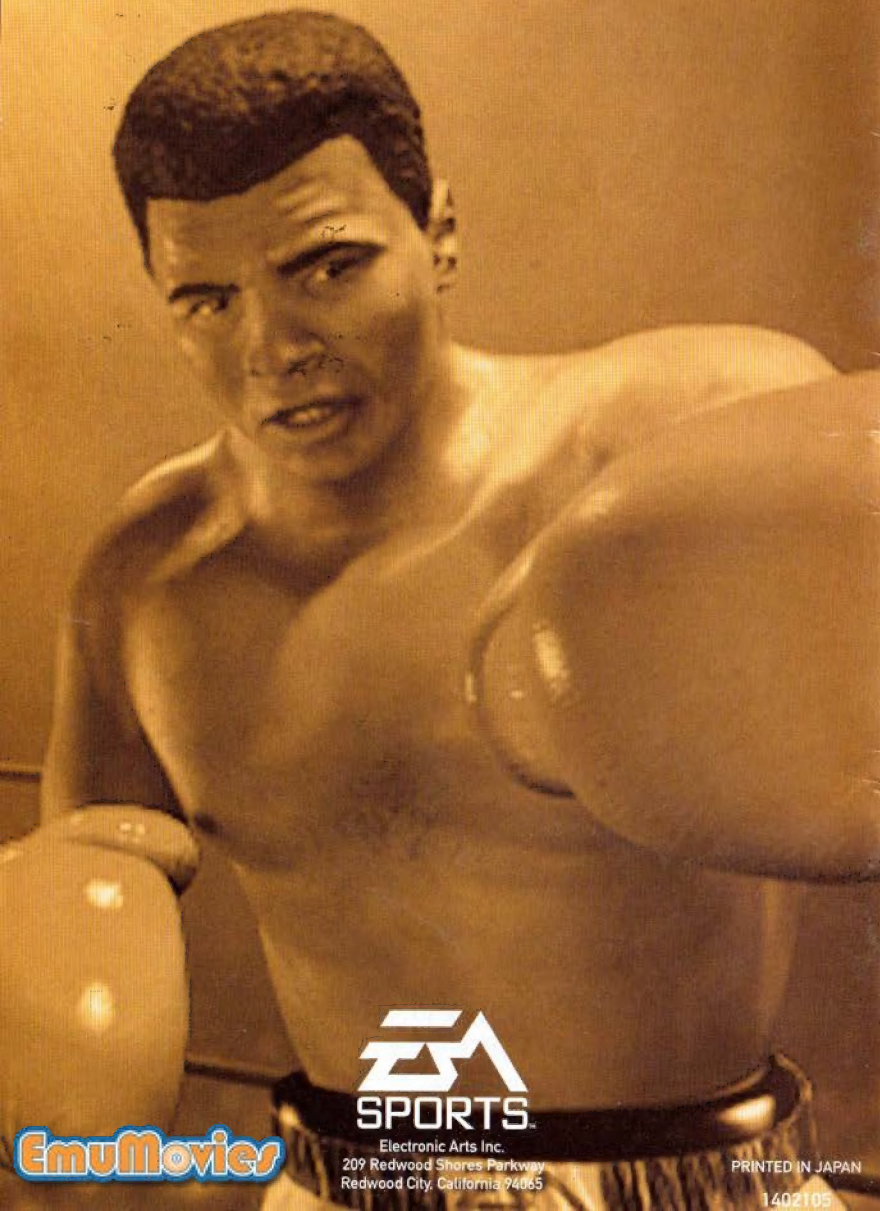


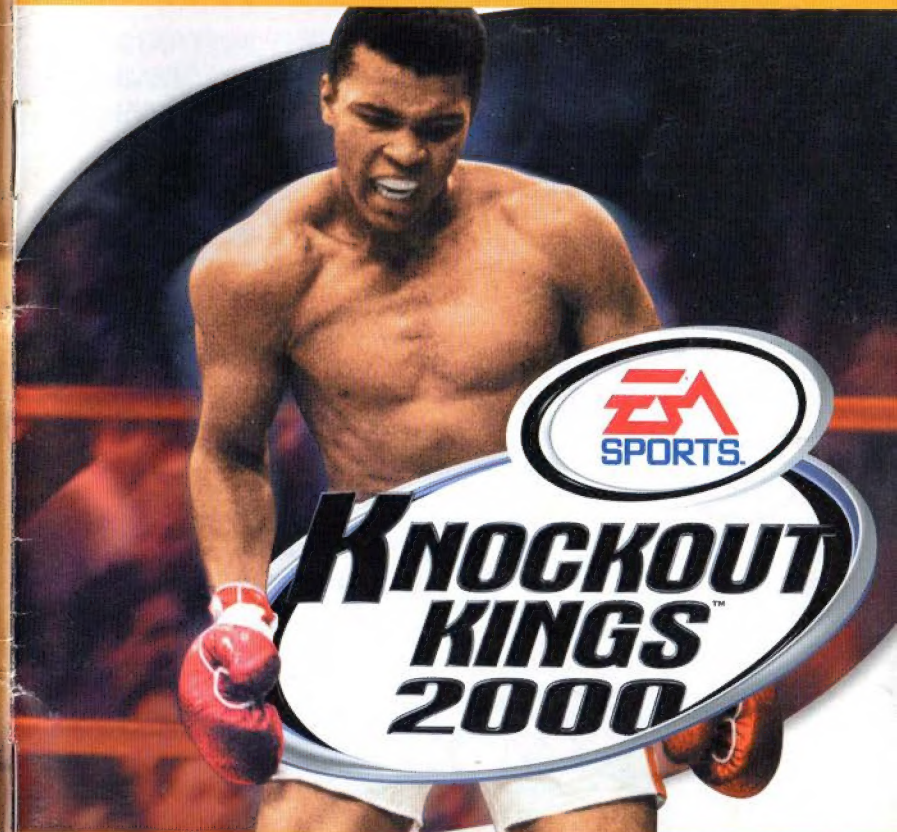
INSTRUCTION BOOKLET



Electronic Arts Inc.
209 Redwood Shores Parkway
Redwood City, California 94065

PRINTED IN JAPAN

1402105



EmuMovies

CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

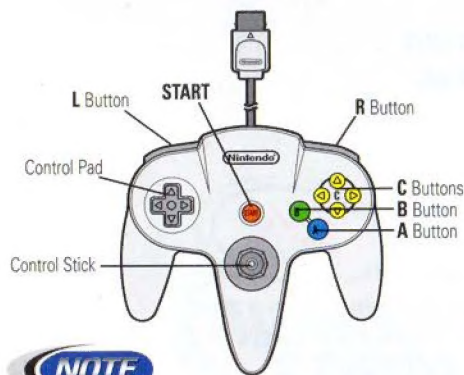


If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



NOTE
The Control Stick functions identically to the Control Pad throughout all menus.



NOTE

The **Z** and **L** buttons activate the same actions during gameplay.

STARTING THE GAME

1. Turn OFF the POWER switch on your Nintendo 64 Control Deck.
WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into Controller Socket 1 on the Control Deck.
3. If you're playing against a friend, plug the other Controller into Controller Socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.
5. Turn ON the POWER switch. The *Knockout Kings™ 2000* logos appear, followed by the Title screen. If you don't see them, begin again at step 1.
6. At the *Knockout Kings 2000* Title screen, press **START** to advance to the Main menu.

BASIC COMMAND SUMMARY

ATTACK CONTROLS

| ACTION | CONTROL |
|-------------------------------|------------------------------|
| Move Boxer | Control Stick |
| Punch with lead hand | B |
| Punch with strong hand | A |
| Uppercut | Control Stick ↑ + A/B |
| Body Punch | Control Stick ↓ + A/B |

DEFENSE CONTROLS

| ACTION | CONTROL |
|-------------------|----------------------------|
| Block high | Z |
| Block low | Z + Control Stick ← |
| Bob/Weave | Z + Control Stick ↑ |

For a complete list of boxing controls, > *In the Ring* on p. 8.

INTRODUCTION

You've waited a long time for this. Now you've finally got your shot. *Knockout Kings 2000* for the Nintendo 64 has arrived. Choose your fighter, take center ring, and go for the big KO!

- ◆ Get it on as or against 25 of the greatest boxers of all time, including Oscar De La Hoya, Sugar Ray Leonard, Evander Holyfield, and THE GREATEST, Muhammad Ali.
- ◆ Full Arcade-style Slugfest and Career modes, featuring super-KO punches, illegal punches, and Arcade action.
- ◆ Create a Boxer, Build a Champion: Jump into the ring quickly with your created boxer, or bring him through the ranks in Career mode.

For more info about this and other titles, check out EA SPORTS™ on the web at www.easports.com.



SETTING UP THE GAME

The following are instructions on how to choose your game modes and start trading leather.

MAIN MENU

The Main menu appears following the *Knockout Kings 2000* Title screen. At the Main menu you can choose the type of game you want to play or access a variety of game options.

➔ Press Z for additional help when navigating through game menus.



Default options are listed in bold throughout manual.

No rules. No refs. No waiting. Duke it out against any of the *Knockout Kings 2000* featured champions or created boxers. (➤ p. 7.)

Choose a fighter and work your way through the ranks against the greatest gloves — and glass jaws — in all of boxing. (➤ p. 16)



Let the computer choose your fighters.

Build your own contender from the laces up. (➤ p. 15)

Select the game options. (➤ see below)

High Score

GAME OPTIONS MENU

Modify the fight parameters to your liking.

➔ To highlight an option, Control Stick ↓.

➔ To adjust the setting of any option, Control Stick ↔.

SLUGFEST OPTIONS

ROUNDS

Stop the fight after 1, 2, **3**, 4, 6, 8 or 10 rounds.

FLASH

KNOCKDOWNS

Choose from NONE, **LOW**, OR HIGH.



DIFFICULTY

Fight in **EASY**, **MEDIUM**, or **HARD** mode.

GLOBAL OPTIONS

MUSIC VOLUME

Move the slider to adjust the volume.

SFX VOLUME

Adjust the music and SFX volume.

OUTPUT

Toggle between **STEREO** or **MONO**.

CLOCK

Toggle the fight clock to run at **NORMAL** or **FAST**.

PLAY BY PLAY

Choose to fight with or without commentary from Al Albert and Sean O'Grady.

HIGH SCORES

Select to **VIEW** the High Score screen or **ERASE** the data from the Controller Pak.

CONTROLLER

CONFIGURATION

Configure the button assignments on your controller to Preset 1, Preset 2 or One-Button Mode™ (see below).
Control Stick ↔ to toggle Auto-Blocking ON/OFF.



You have three preset control configurations to choose from: Preset 1, Preset 2 and One-Button Mode. In One-Button Mode, all movement is controlled by the Control Stick and all punches are logically selected by pressing either A or B. Auto-Blocking is always on in One-Button Mode. Power Punches, Signature Punches, and Super Punches are not included in One-Button Mode.

CREDITS

See who's responsible for launching your boxing career.

STARTING A SLUGFEST

Get in there! Choose your fighter, select your opponent and go for it.

BOXER SELECT SCREEN



- ➔ After selecting **SLUGFEST** from the Main menu, use the Control Stick to highlight a boxer, and then press **A** to enter your selection.
- ➔ Repeat to select your computer-controlled opponent. (In 2-Player mode, Player 2 must first press **START** to enable boxer selection. Both players must then choose a fighter.)
- ➔ After selecting your boxers, advance to the Arena Select screen.

ARENA SELECT SCREEN



After you choose a fighter, you must select where you want to stage your bout.

- ➔ To select a fight location, Control Stick \leftrightarrow to cycle through the available arenas, and then press A to enter your selection.

NOTE You can fight a Slugfest bout between two created boxers. When you save a created boxer to a Controller Pak you can select that boxer in Slugfest mode. Cycle through the available boxers until your created fighter(s) appears. To challenge another created boxer from another Controller Pak in Controller Pak Connector Slot 2, make sure the Controller Pak is inserted before making your selections.

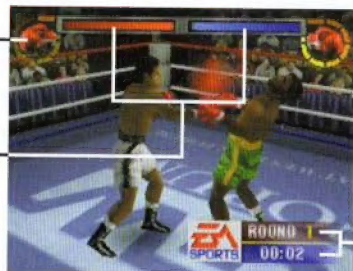
IN THE RING

Here's what to watch out for once the opening bell sounds. (Other than your opponent, that is.)

GAME SCREEN

Punch Meter—Fills with each blow you land. Fill it completely and you are awarded with a Super-Charged punch.)

Health Meter—The more energy you have, the less likely you'll drop.)



Round Counter/Clock—Appears at the beginning and last 30 seconds of each round.)

EA TIP

Between rounds each fighter recovers some health and full power. During the fight you can regain health and power by fighting a defensive fight (i.e., by backing off and blocking).

COMPLETE RING CONTROLS

MENU CONTROLS

| ACTION | CONTROL |
|-------------------------------------|---------------------------------|
| Highlight menu item | Control Stick \updownarrow |
| Enter a selection/Go to next screen | A |
| Cancel/Return to previous screen | B |
| Scroll to see more info | Control Stick \leftrightarrow |

GENERAL GAMEPLAY

| | |
|------------|-------|
| Pause game | START |
|------------|-------|

NOTE The Rumble Pak™ is compatible with *Knockout Kings 2000*.

DEFAULT GAMEPLAY CONTROLS

The default controls in this manual are for right-handed boxers using Controller 1.

Basic punches are controlled with the **A** and **B** buttons, with **A** being the boxer's strong hand (i.e., the right hand for right-handed fighters) and **B** being the fighter's lead hand (left hand for right-handed fighters). When using southpaw boxers, the **A** and **B** functions are reversed.

NOTE You can change the default settings by choosing Controller Configuration from the Options menu (\triangleright p. 5).

BASIC CONTROLS

| ACTION | CONTROL |
|-------------------|---|
| Forward/Backward | Control Stick \leftrightarrow |
| Circle Left/Right | Control Stick \updownarrow |
| Pause | START |
| Jab | A/B |
| Uppercut | A/B + Control Stick \up |
| Cross | A/B + R |
| Body Punch | A/B + Control Stick \downarrow in close |



SPECIAL PUNCHES

OUTSIDE RANGE

Lunge Punch Control Stick → + A/B

INSIDE RANGE

Haymaker R + A

SIGNATURE PUNCHES AND COMBOS

Signature punches are "trademark" punches and/or combinations that distinguish one fighter from the others.

- ➡ Press **C▲, ▼, ◀, or ▶** to initiate one of your fighter's signature moves.
- ◆ At any time during a signature move you can cancel that series of punches by tapping the Control Stick backwards.
- ◆ A small amount of health is deducted each time your fighter throws a signature punch combo. Be sure to use them wisely.

SUPER-CHARGED PUNCH

Each time you connect with a punch your Punch Meter begins to fill. Fill your Punch Meter completely and you are awarded one Super-Charged Punch: a single shot that packs enough force to drop a Clydesdale. Once it is thrown (hit or miss), your punch power returns to normal.

- ➡ Once your Punch Meter is full, press **R + A + B** to activate.

MISCELLANEOUS PUNCHES

| | |
|---------------------------|-------------------------------------|
| Overhand | Z + A + Control Stick ↑ or ← |
| Reaching Body Blow | Z + A + Control Stick ↓ |
| Gut Punch | Z + A + Control Stick → |
| Quick Body Blow | Z + B + Control Stick ↑ or ← |
| Cross Body Blow | Z + B + Control Stick → |
| Rising Jab | Z + B + Control Stick ↓ |
| Power Uppercut | Z + B + R + Control Stick → |
| Reaching Uppercut | Z + A + R + Control Stick → |

DEFENSIVE CONTROLS

| | |
|---------------------------|----------------------------|
| Block high | Z |
| Block low | Z + Control Stick ← |
| Bob, Duck or Weave | Z + Control Stick ↓ |

AUTO-BLOCKING

"Auto-Blocking" can be activated from the Options menu under Controller Configuration (> p. 6). Auto-Blocking enables your guard reflexes to function automatically without having to tap Z.

ILLEGAL MOVES

| | |
|---------------------|---|
| Illegal Blow | Press C▲, ▼, ◀, or ▶ (if assigned) |
| Shove | A + B |



Using illegal moves can result in one of two things: the shattering of your opponent's confidence; or the shattering of your jaw. Use with caution.

GETTING OFF THE MAT



blue Energy Bar

Whenever you find yourself kissing the canvas, you can attempt to pull yourself up and continue boxing.

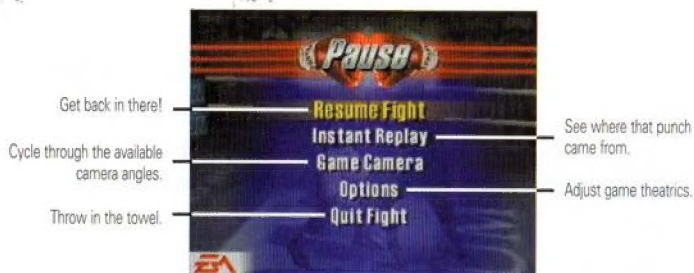
- ➡ Toggle the Control Stick ↔ in a rapid manner to refill the blue Energy Bar and get back on your feet.



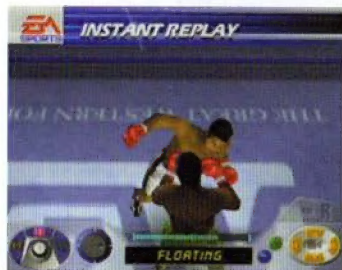
The faster the toggle, the faster your fighter regains health and rises to his feet. As the energy line replenishes with each toggle, so does your Health Meter. Fill up before the 10 count and you've survived a KO, at least for the moment. The more times you get knocked down, the harder it is for you to refill your Energy Bar and Health Meter.

PAUSE MENU

➔ To pause the game, press **START**.



INSTANT REPLAY CONTROLS



The following are control directions for viewing an instant replay.

| ACTION | CONTROL |
|---------------------------|--|
| Zoom In | B |
| Zoom Out | A |
| Rotate camera UP | C ▲ |
| Rotate camera DOWN | C ▼ |
| Rotate camera LEFT | C ◀ |
| Rotate camera RIGHT | C ▶ |
| Camera angles | R |
| Hide Instant Replay Panel | Z |
| Fast Forward | Hold the Control Stick RIGHT. (The farther right you press and hold the Control Stick, the faster the replay speed.) |
| Reel Rewind | Hold Control Stick LEFT. (The farther left you press and hold the Control Stick, the faster the replay speed.) |

PRE/POST FIGHT STAT SCREENS

Once you've chosen the site of your fight, a series of pre-fight screens appear, followed by an announcement from Jimmy Lennon Jr.

➔ Press **START** to bypass these screens and begin fighting.

TALE OF THE TAPE



Displays the vital stats on each fighter.

RECORD



Take one last look at the numbers on your opponent.

ROUND-BY-ROUND STATS



Check out a blow-by-blow tally of each fighter's performance.

GAME MODES

Each of *Knockout Kings 2000* game modes features a variety of setup and gameplay options. Here you can build your boxer, launch or continue a career, and train your fighter in the gym.

CREATE BOXER

Let the computer build your fighter. Tap **A** to cycle through the stable of pre-made fighters.



Save a fighter (> p. 18)

Choose the color of your fighter's skin

Big as Butterbean or swift as Sugar Ray?

Select a fighter (> p. 18)

Build your fighter

Ugly, or pretty like The Greatest?

Void your selections and start over.

Create the fighter of your dreams using a variety of physical characteristics, fight styles and skill levels.

➔ Control Stick to highlight the option.

➔ Press **A** to access the available sub-menus or selections under that option.

➔ To load a created boxer into Slugfest or Career mode, select him on the boxer grid and choose "load" when the prompt appears.

◆ The Slugfest skills you assign your fighter in Create Boxer mode apply only when fighting in Slugfest mode. When launching a career using a created boxer, your skill level is measured by how many points you earn in training - not by how many skill points assigned to him in Create Boxer mode.



Remember to Save your boxer before turning off the game system. (> Saving and Loading on p. 18.)

TO NAME YOUR FIGHTER:

1. Control Stick to highlight a letter.

2. Press **A** to enter that letter choice in the name space.



3. Select **END** to enter your name and go back to the Attributes screen.

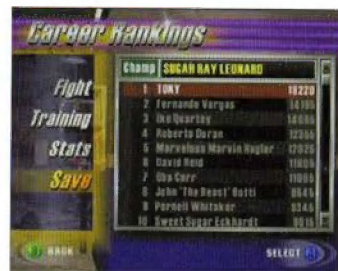
➔ Press **START** to default to the **END**.

➔ Press **C** to erase the last letter entered.



Knockout Kings 2000 remembers the last created boxers for Player One and Player Two until the Control Deck is reset, the Control Deck is powered off, or a new boxer is created.

CAREER MODE



Select your boxer from a variety of top ranked pros and lead him up through his weight class and on to a shot at the title. (Follow the game setup guidelines as indicated in *Starting A Slugfest* on > p. 7.)

➔ You begin your career in the cellar, ranked 20th. It's your job to work your way from those smoky, Tuesday-night brawls to those 12-round, pay-per-view spectacles.

◆ When launching a career using a boxer you created, your skill level is measured by how many points you earn in Training mode - not by how many skill points assigned to him in Create Boxer mode.



Remember to Save your boxer before turning off the game system. (> *Saving and Loading* on p. 18.) You will be able to save your boxer (along with his current standing) after every fight.

CAREER TOTAL SCREEN

| CAREER TOTAL | | |
|-------------------|----------|------|
| All | | |
| Signature Punches | 50 x 10 | 500 |
| Super Punches | 0 x 20 | 0 |
| Knockdowns | 2 x 50 | 100 |
| Knockouts | 1 x 500 | 500 |
| Extra Rounds | 2 x 40 | 80 |
| Win Bonus | 1 x 1000 | 1000 |
| Consecutive Wins | 0 x 60 | 0 |
| MATCH TOTAL | | 2180 |
| CAREER TOTAL | | 2180 |

Following the announcement of the winner, you are treated to a punch-by-punch tally of your fighter's point totals for the fight, as well as his cumulative total for his entire career. Earning points makes it easier to climb the ranks.

◆ In Career Mode, if you lose a match, you may choose to fight that same boxer again or select another one from the leader board.



Boxers who are grayed-out cannot be selected.

SCORING

The winner of the round is the boxer who best displays clean punching, solid aggressiveness, ring domination, defense, and lands the most — and most effective — blows during the bout. Knocking your opponent down will almost secure a round in your favor.

TRAINING



Before each fight you can visit the gym and work out those blistering combinations and lethal jabs. Spar on offense, defense, or let the computer train for you. After training, you are awarded points, which you can use to boost your boxer's overall prowess.

SAVING AND LOADING

Knockout Kings 2000 lets you save global options, boxers you create, and Career mode progress with the use of a Controller Pak.

NOTE

If you need to delete files on your Controller Pak in order to make room, please refer to the instructions that came with your N64.

TO SAVE A CREATED BOXER:

1. Select **SAVE** from the Create Boxer screen. The Save Boxer menu appears.
2. Control Stick \updownarrow to highlight a save slot, then press **A** to select.

TO SAVE CAREER MODE DATA:

1. Select **SAVE** from the Career Ranking screen. The Save Career screen appears.
2. Control Stick \updownarrow to highlight a save slot, then press **A** to select. The save slot highlights.
3. Control Stick \updownarrow to highlight a letter, then press **A** to enter that letter choice in the name space.
4. When the save file is named, press **START** to complete the save.

TO LOAD CAREER MODE DATA:

1. Select **CAREER** from the Main menu. The Career screen appears.
2. Select **CONTINUE** from the Career screen. The Load Career screen appears.
3. On the Load Career screen, Control Stick \updownarrow to highlight a saved file, then press **A** to select. The Career Rankings screen appears.

TO LOAD A BOXER IN SLUGFEST MODE:

1. Control Stick to highlight the bottom-right corner of the boxer grid, then press **A**. The Load Boxer screen appears.
2. Control Stick \updownarrow to highlight a saved file, then press **A** to select.

BOXER INFORMATION

Knockout Kings 2000 includes many of the greatest fighters in the history of boxing.

LIGHTWEIGHT

Floyd Mayweather Jr.

Angel Manfredy

Alexis Arguello

Sean O'Grady

Kevin Kelley

Shane Mosley

Aaron Pryor

Danny Romero

MIDDLEWEIGHT

Oba Carr

Oscar De La Hoya

Roberto Duran

Marvin Hagler

Sugar Ray Leonard

Ike Quartey

David Reid

Fernando Vargas

Pernell Whitaker



HEAVYWEIGHT

Muhammad Ali

David Tua

Leon Spinks

Joe Frazier

Butterbean

Lennox Lewis

Larry Holmes

Evander Holyfield

EA SPORTS' EXCLUSIVE BOXERS

MUHAMMAD ALI: RECORD: 56-5 (37)

Career Capsule: Ali won the gold medal at the 1960 Rome Olympics as a light heavyweight. He is considered by many experts to be the greatest heavyweight who ever lived. He shocked the world with his stunning upset over Sonny Liston (KO 7) in 1964 and made nine successful title defenses. He regained the title in 1974 and became the first man to win the heavyweight crown three times by beating Leon Spinks in the rematch (W 15) in 1978. He had three classic wars with Joe Frazier, ending the best trilogy in boxing with the "Thrilla in Manila" in 1975.

Fighting style: "The Greatest" possesses the fastest hands and feet in heavyweight history. Besides his lightning quick jabs that sting like a bee, Ali also has probably one of the hardest chins in the business. He is almost impossible to knock down with just one punch and is an amazing tactician. Plan on using combinations if you want to be effective against "The Greatest of all time".

JOE FRAZIER: RECORD: 32-4-1 (27)

Career Capsule: Joe Frazier began boxing to lose weight, and eventually became a fine amateur, winning the gold medal at the 1964 Olympics. Frazier later became heavyweight champion and held the title from 1970 to 1973, but he is most noted for being probably the toughest opponent Muhammad Ali ever faced. Frazier handed Ali his first pro defeat in "The Fight of the Century" in 1971, taking a 15-round decision. Frazier floored Ali for only the third time in Ali's career in the final round of that bout. Their series carried on into 1975, concluding with "The Thrilla in Manila," when Frazier was unable to answer the bell for the 15th round.

Fighting style: "Smokin" Joe has the most fearsome left hook in heavyweight history. Because of his short stature, the 5-foot-11 Frazier will bob and weave his way inside then hammer away with his devastating hook. He is not noted for his defense, so take advantage of this whenever you can by working the jab and throwing combinations.

EVANDER HOLYFIELD: RECORD: 35-3-1 (25)

Career Capsule: Holyfield will go down in boxing history as only the second man besides Muhammad Ali to win the heavyweight title three times. A former cruiserweight champion, Holyfield won his first title in 1988, lost it in his fourth title defense in 1992, regained it in 1993, and when it was believed he was past his prime, won a portion of the heavyweight crown a third time in 1996.

Fighting style: "The Real Deal" has a tremendous heart, granite chin, and the ability to absorb great amounts of punishment. Holyfield's right hand packs a lot of heat so be patient and try and catch him late in the fight.

LENNOX LEWIS: RECORD: 33-1-1 (27)

Career Capsule: Lewis won the heavyweight gold medal at the 1988 Olympics for Canada. He is a two-time heavyweight champion. He won a portion of the heavyweight crown in 1992, and lost it in his third title defense in a surprising upset, but regained it again in 1997.

Fighting style: Lewis possesses one of the most powerful right hands in boxing. For a big man of 6-foot-5, 245-pounds, he moves extremely well. Watch out for his awesome right cross and uppercut.

OSCAR DE LA HOYA: RECORD 31-0 (25)

Career Capsule: De La Hoya won gold at the 1992 Olympics in Barcelona and is considered by boxing experts to be pound-for-pound one of the best fighters of the 1990s. He has already claimed titles in four weight divisions: junior lightweight, lightweight, junior welterweight and welterweight. He scored his biggest victory to date with a 12-round, split decision against Ike Quartey in 1999. He also owns a pair of victories over the great Julio Cesar Chavez.

Fighting style: "The Golden Boy" may exhibit a brawling, in-your-face style. Watch out for his left hook, the most dangerous weapon in his vast arsenal. Oscar also has great defensive skill while using his quick reflexes. One strategy is to work De La Hoya to the body early in the fight to try and slow him down.

RAY LEONARD: RECORD: 36-3-1 (25)

Career Capsule: Leonard captured Olympic gold and the hearts of America in 1976. He is the only man to win titles in five different weight divisions: welterweight, junior middleweight, middleweight, super middleweight and light heavyweight. He is most noted for his rematch with Roberto Duran in 1980, a fight that avenged his first career loss. Then he came out of semi-retirement to upset Marvin Hagler in 1987 to win a portion of the middleweight belt.

Fighting style: "Sugar" Ray Leonard is fast, powerful and stylish. His many skills blend together to make Leonard a very dangerous fighter. He is most effective as a boxer but can slug it out when needed. Time your punches and you may catch Ray off guard.

SHANE MOSLEY: RECORD: 33-0 (31)

Career Capsule: Mosley could emerge as the new pound-for-pound king as the new millennium emerges. He has soundly beaten all comers. He won a portion of the lightweight title in 1997 and scored five knockout victories in his first five title defenses.

Fighting style: "Sugar Shane" has great boxing ability, superior hand speed and footwork. He can throw a variety of punches from different angles, and also has one-punch power that can land with remarkable accuracy. Don't waste your energy and pick your shots carefully.

CREDITS

| | |
|--|--|
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| Special Thanks: | Muhammad Ali, Joe Frazier, Jay Komas, Kristen Latimore, Bing Gordon, Oscar De La Hoya, Shane Mosley, Ray Leonard, Evander Holyfield, Lennox Lewis, Todd duBoef, Bob Arum, Harlan Werner, Eric Treibach |
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Additional Art Assistance: Narry Cinelli, Osman Soykut

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V.P. Research and Development: Jose Villeta
Sound Design: Tommy Tallarico Studios, Inc., Joey Kuras
Special Thanks: James Gooding, Noah Tool, Mike Horelick, Phil Hoprasatsuk

ORIGINAL MUSIC BY

"In The Game"

Performed by: O
Produced by: The Co-Stars
Written by: O and The Co-Stars
Published by: MCA Music Publishing/Years Ahead Publishing (BMI), MS802 Publishing (BMI), MOGT Music Publishing (BMI) and Madd Jokes Publishing (ASCAP)
Courtesy of: Hollywood Records

"All-N-All"

Performed by: O
Produced by: Bud'da for 'Bout Time Productions
Written by: O and Bud'da
Published by: MCA Music Publishing/Years Ahead Publishing and 'Bout Bud'da Music
Courtesy of: Hollywood Records

"Rapid Fire"

Performed by: O
Produced by: Rashad Coes for Night6 Fiend Productions
Written by: O and Rashad Coes
Published by: MCA Music Publishing/Years Ahead Publishing and Bang N Blast/BMG Careers Music
Courtesy of: Hollywood Records

"Pay the Piper"

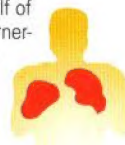
Written and Performed by: Nyt Owl (featuring Killah Priest) & DJ U-Neek
Published by: Stolen Soulz (BMI), Keenu Songs EMI, V-Mix Music
Courtesy of: Kingpin Records/U-Neek Entertainment Inc.

"Crazy Moon"

Performed by: Alien Fashion Show
Written by: Alien Fashion Show – Babsboys Music (BMI)
Produced by: Jim Wirt and Dave Kaplan
Courtesy of: Hollywood Records

"Slider"

Performed by: Simon Says
Written by: Mike Arrieta, Zac Diebels, Matt Franks, Mike Johnston
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Produced by: Rob Cavallo and Mark Needham
Courtesy of: Hollywood Records



"Knockout"

Written, Performed and Published by: Michael Schwartz (a.k.a. "Mix Master Mike")

"Pump"

"Throbbing Crown"

"Ouch"

"Shock Sock"

"Phat a tat tat"

"Phunk Phisted"

All songs composed, produced, performed and recorded by: C. Bradley Royds and Andrew J. Hay (a.k.a. "AndRoyd") © 1999

"El Jarapeo"

| | |
|---------------|---------------------------------|
| Written by: | Alfredo Morales |
| Performed by: | Nadia Rojas |
| Produced by: | Carlos Cabral "Junior" |
| Published by: | Cayman Music/Feralo Music, 1999 |
| Courtesy of: | Hollywood Records |

NOTE: All boxers stats are compiled and verified as of 7/21/99.

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